



MCCC NEWS

Mid-Cities Commodore Club, Inc.

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PROGRAMMER'S CORNER

by Bob Lawson, Librarian, Night Chapter

As children, we were taught, in grade school, how to create cartoons by drawing a picture on a sheet of paper, and, on subsequent sheets of paper, drawing the same picture with a slight variation. When we were finished drawing several pages, we were told to thumb these pages rapidly. Lo, and behold, our pictures, crude as they were, appeared to move. This rudimentary knowledge we acquired at a young age still applies. Only today, we have Commodore 64's to do most of the work for us.

Sprite animation is the simple process of storing several sprites in memory and flipping these sprites in and out to simulate animation. You may be saying to yourself that this clown doesn't know what he's talking about. In this final article on sprites I will attempt to show you just how easy it really is.

All the rules we have discussed in the three previous articles also apply to animation. Let's go to our computers and give it a whirl. The first thing we want to do is clear the screen and set our border and background colors:

```
10 PRINTCHR$(147):POKE53281,0:
   POKE53280,0
```

Tell the computer you will be working with sprites and clear the sprite register to prevent any unwanted data from creeping in:

```
15 V=53248
20 POKEV+21,0
```

Now let's set our sprite color:

```
25 POKEV+39,1
```

We're now ready to define our sprite. In the following example I'll define three sprites which will be used to create the animation routine. Each sprite will have it's own data statements and will be stored in it's own memory location.

```
30 R=12288:FORS=0TO62:READZ:
   POKER+S,Z:NEXT S
35 R=12352:FORS=0TO62:READZ:
   POKER+S,Z:NEXT S
40 R=12416:FORS=0TO62:READZ:
   POKER+S,Z:NEXT S
```

```
100 REM **SPRITE ZERO
101 DATA0,0,112,128,0,248,224,1,252,
    120,1,2 55,127,255,224,63,255,192
102 DATA31,255,192,15,255,128,7,255,
    0,7,254 ,0,7,124,0,6,120,0,4,112
103 DATA0,0,96,0,0,64,0,0,0,0,0,0,0,
    0,0,0,0,0,0,0,0,0,0,0,0
105 REM **SPRITE ONE
106 DATA0,0,0,128,0,112,192,0,249,
    249,1,255,127,255,240,63,255,
    224,31
107 DATA255,192,15,255,128,7,255,0,
    0,249,0, 0,0,0,0,0,0,0,0,0,0
108 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,
    0,0,0,0,0,0,0,0,0,0
110 REM **SPRITE TWO
111 DATA0,64,0,4,96,112,6,112,248,7,
    121,255,7,125,240,7,255,224,
    15,255
112 DATA192,255,255,128,7,255,0,0,
    249,0,0,0 ,0,0,0,0,0,0,0,0,0
113 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,
    0,0,0,0,0,0,0,0
```

Now let's set our screen display location, establish the pointer for our first sprite, and display it on the screen:

```
45 X=155:Y=130:P=192
50 POKEV,X:POKEV+1,Y
55 POKE2040,P
60 POKEV+21,1
```

Go ahead and run it. So far, we've done nothing unique that we haven't done in previous articles. But here's the tricky part that most people don't understand. We can set our pointer to point to any sprite we have stored in memory. If you'll refer to your sprite chart which was in the first article in this series you'll see that 192 refers to sprite zero. Pointer 193 refers to sprite one and pointer 194 refers to sprite two. If we use these pointers to flip our three sprites in and out in rapid succession, we can very effectively simulate animation. All it takes is one short command and a LOOP:

```
56 P=P+1:IFP=194THENP=192
65 GOTO50
```

When the pointer exceeds the last sprite pointer in the sequence, then the pointer returns to the beginning and starts over. The GOTO statement begins an endless loop. Now run it again. Kind of slick, isn't it? One other thing you might want to do is slow things down a bit using a delay loop to get a kind of lazy effect:

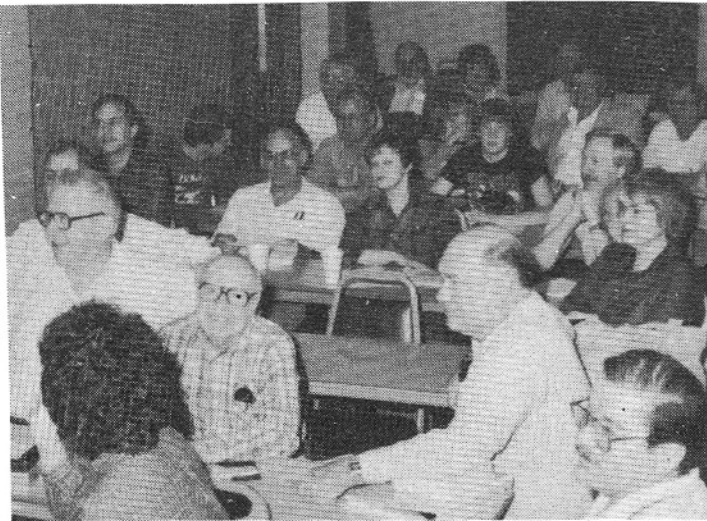
```
53 POKE2040,P:FORT=1TO60:NEXT
```

See there, I told you it was easy. If you want to get fancy, simply incorporate some of the techniques we discussed in previous articles and you're off and running. By the way, if you typed last month's program, you probably had a hard time getting it to run. The corrections are as follows:

```
40 R=12608:FORS=0TO62:READZ:
   POKER+S,Z:NEXT S
65 Y(6)=Y(6)-1:IFY(6)$90THEN67
67 Y(6)=Y(6)+1:IFY(6)=133THEN70
```

Hope you've enjoyed this series as much as I have enjoyed writing it. As I stated earlier in the series, there are still a few things which can be done but are not very effective in BASIC. These include mirroring, filling, reversing, and flipping. However, with a little creative planning you can overcome these BASIC shortfalls.

Next month we'll do some comparisons between the INPUT statement, the GET statement, and the WAIT statement. Until next month, HAPPY PROGRAMMING.



The empty chair in the center of this picture was the seat we were saving for YOU!

SPRITES ON THE 128

by Bob Dodson

Reprinted from the Data Line 64, Salem Area Commodore Users, Salem, Oregon

Sprites are amazingly easy to work with on the 128. Unlike the 64 which requires a myriad of peeks, pokes and garbled invocations to the Sprite Gods, the 128 has actual commands like **SPRITE**, **SPRDEF**, **MOVSPR**, **COLLISION** and many others. I must confess, I never actually worked with sprites on the 64 - it was simply too hard. Sure, I typed in the example programs from the Programmer's Reference Guide, but all the work involved just didn't spark a fire of interest in me. The commands in the 128 seemed equally as arcane until, needing a sprite for a program title page, I jumped in with both feet.

All I can say is "Come on in. The water's fine!"

Rather than bore you at great length by talking about the commands, I've written a very simple race car program that has two sprites and joystick control. This should display the ease with which sprites are programmed in BASIC 7.0. All you really need to do is to design two sprites - a race car and a smashed race car - and then type in the short program. Okay. Let's get started.

Crank up your 128 in the 40 column mode and type **SPRDEF (RETURN)**. This will bring up the built-in sprite definition program. The instructions for using it are on pages 117-118 of the 128 System Guide. Clear the grid and draw something that looks like a race car (looking down from above and with the front bumper at the bottom of the screen). Try to use the entire length of the sprite grid. Width doesn't matter. After you get something you like, press (SHIFT/RETURN) and select sprite 2. Now you can copy (C) sprite 1 to sprite 2 and work to make it look like a smashed race car. After you have finished, press (SHIFT/RETURN) again and then press (RETURN). This should put you back in the command mode on the screen. We want to save your sprites with the following command: **BSAVE "RACECAR.SPR",BO,P3584 TO P4096 (RETURN)**. This saves the block of memory with your sprite information to disk with the filename of "racecar.spr". All that's left to do is to type in the following short program and see your creation come to life!

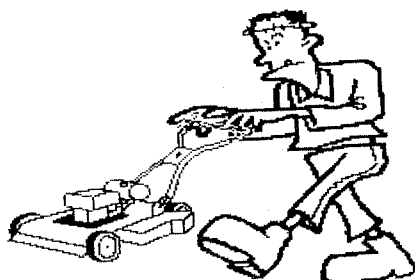
```
1 PRINT CHR$(147):LP=0:REM CLEAR SCREEN
  AND SET VARIABLE LP TO 0
2 BLOAD "RACECAR.SPR":REM LOAD SPRITE
  DATA
3 SPRITE 1,1,1,0,0,0,0:REM SPRITE ONE,
  COLOR IT BLACK AND TURN IT ON
4 SPRITE 2,0,1,0,0,0,0:REM DITTO FOR
  SPRITE TWO, BUT LEAVE IT OFF
5 MOVESPR1,240,99:REM MOVE SPRITE ONE
  TO THE STARTING GATE
```

```

6 MOVESPR1,0,0#0:REM TURN OFF ALL
  MOTION ON SPRITE ONE
7 GOTO 28:REM MAIN PROGRAM LOOP
8 IF JOY(2)=1 THEN 15:REM IF JOYSTICK 2
  IS POINTED NORTH THEN MOVE
9 IF JOY(2)=7 THEN 16:REM IF JOYSTICK 2
  IS POINTED EAST THEN MOVE
10 IF JOY(2)=5 THEN RETURN:REM MOVE
  SPRITE DOWN SCREEN AT SPEED 4
18 MOVSPR1,90#4: RETURN:REM MOVE SPRITE
  UP SCREEN AT SPEED 4
19 MOVSPR1,0#0: RETURN:REM STOP SPRITE
  MOVEMENT
20 X=RSPPOS(1,0): REM GET X POSITION OF
  SPRITE ONE
21 Y=RSSPOS(2,2): REM GET Y POSITION OF
  SPRITE ONE
22 SPRITE1,0: REM TURN OFF SPRITE ONE
23 MOVSPR2,X,Y:REM MOVE SPRITE TWO TO
  WHERE SPRITE ONE WAS
24 SPRITE2,1:REM TURN ON SPRITE TWO
25 PRINT "SCORE = ";LP:REM SHOW SCORE
26 GOTO 36: REM END
28 FOR T = 1 TO 50 STEP .1
29 LP = LP + 1/10:REM INCREMENT SCORE
  EACH TIME TRACK IS PRINTED
30 A = INT (14 + 10 * SIN(T)):REM SINE
  WAVE GENERATOR FOR TRACK
31 PRINT TAB (A);
32 PRINT "***          ***": REM 14
  SPACES FOR TRACK WIDTH
33 GOSUB 8:REM GO CHECK FOR JOYSTICK
  INPUT
34 NEXT T:REM PRINT NEXT PART OF TRACK
35 PRINT:PRINT"CONGRATULATIONS! YOU
  WON!!!": REM IF NO WRECKS!
36 END

```

The above program is your BASIC (pun intended) program. You must keep the car within the track boundaries by moving the joystick. To stop the car's movement, hit the fire button (brakes). The game could be made harder by narrowing the track, expanding the sprite in the X and Y directions or by changing the sprite speed. You could add on-screen scoring (with windows). The possibilities go on and on...See how easy it is to get hooked on sprites?



HI FI AMPLIFIER

Reprinted from Cactus Communicator

Connecting your computer output to your stereo amplifier requires that your amplifier have auxiliary input jacks. In addition, you need a composite monitor with cable attachments made to either the video and audio jacks, or, luma, chroma, and audio jacks like those located at the rear of the 1702 monitor. The RCA phone jack that goes into the monitor is the output to be utilized.

The installation is as follows:

1. Disconnect audio RCA phone plug from the monitor.
2. Connect to this plug a Y-adapter splitting the phone plug into two phone plugs. (Radio Shack part number: 42-2435)
3. You will probably need an audio extension cable to reach the amplifier.
4. Make sure the stereo is turned off. Connect the two lines coming in from the Y-adapter to the two auxiliary inputs on the amplifier. These might be labeled phone inputs on some amplifiers.
5. Turn your stereo on and switch to auxiliary mode.
6. Boot up your programs with sound effects or music and enjoy the results.

AN APOLOGY

We, as editors of your newsletter, wish to apologize for the unauthorized advertising inserted in your last newsletter.

The MCCC and this newsletter in no way endorse the use of this publication to further personal businesses other than advertising approved by the newsletter staff.

The advertising piece in the May issue was inserted without our knowledge and used the club's postal privilege without payment. By its presence, it implied club endorsement which it did not have.

We have taken steps to see that such an event does not happen again.

Thank you for your continued trust.

Laura
Clements

Barbara
Cramer

THE GREAT PRINTER SHOOTOUT

Reprinted from the Cougar Courier, Phoenix, AZ

The Great Printer Shoot-Out was staged at the Phoenix Area Commodore Club's meeting in March, 1986, and continued at some of the showrooms of dealers in the valley. The Printer Shoot-Out results are below - draft and NLQ (Near Letter Quality) are from the same text; the old dollar bill graphic and the England map were used for the graphic test.

PRINTER/ RATED SPEED (CPS)	COMMENTS (See Below)	APPROX PRICE \$\$\$	INTERFACE USED FOR TESTING	DRAFT TIME (SEC)	NLQ TIME (SEC)	GRAPHIC TIME (SEC)	ENGL. MAP TIME (SEC)
1. EPSON FX-85 (160)	EQT	400	XETEC SG	22	95	28	165
2. COMSTAR 2000 (165)	BE	230	MW-350 XETEC SG	23 24	89 91	33 32	153 122
3. OKIDATA 93 (160)	ST	450	MW-350	223	95	**	150
4. SM CORONA D200	BE	200	PROTECTO	23	95	32	---
5. OKIDATA 82A (150)	ST	350	TYMAC XETEC SG	25 26	95 94	** **	--- 195
6. STAR SG-10 (120)	EQS	220	XETEC SG TYMAC MW-350 UPGRADED +G CARD/?+G	27 17 31 35 36	95 95 98 104 104	37 43 41 61 60	187 191 192 244 350
7. STAR SG-10C (120)	LQS	250	(NONE)	26	95	**	---
8. STAR SL-10C	LQS	230	(NONE)	26	95	**	---
9. OKIDATA 120 (120)	ST	200	(NONE)	26	38	71	---
10. EPSON LX-80 (100)	EPT	270	XETEC SG	29	122	45	213
11. CBM MPS 1000 (100)	LX	250	(NONE)	29	122	**	---
12. GEMINI 10X (120)	ES	180	XETEC SG	31	48	40	199
13. BLUE CHIP (120)	F	200	UPGRADED +G BLUE CHIP+G	37 37	56 65	57 64	289 389
14. EPSON RX-80 (80)	E	250	CARD/?+G	45	64	66	---
15. BMC BX-80 (80)	F	200	TYMAC CARD/?+G	45 46	64 69	52 70	206 1224
16. OKIMATE 10 (60)	C	160	OKIDATA	81	81	**	---
17. CBM 1525E/801 (60)	L	130	(NONE)	158	---	**	516
18. BLUE CHIP D12/10 (12)	D	240	(NONE)	182	182	**	---
19. CBM 1520 PLOTTER	C	150	(NONE)	225	225	**	---

B = The two printers from Protecto were excellent and quite inexpensive.

C = Designed especially for color printing and plotting.

D = The only Daisywheel (True Letter Quality) printer tested.

E = Epson compatible, a big plus - should work with most software.

F = Mostly Epson compatible - graphics are a little different.

L = Lacks many enhanced features, works as standard CBM printer.

P = Epson's LX-90 and Homewriter 10 are essentially the same printer.

Q = NLQ print is better than other printers except daisywheel.

S = Spool ribbon - much cheaper than other printer's cartridge ribbons.

T = Tractor feed is additional cost.

X = Mechanically, this is an Epson LX-80 but lacks most of its features.

** = Graphic would not print during this test.

AMIGA LIBRARY

by Jack Smith

DISK #001

TOOLBOX.TXT: The complete Amiga users toolbox. Contains the most popular software utilities in one file.

- LAR (library utility), USQ, SQ (file compression utility)
- QUICKCOPY (hi-speed duplicator), Fzap2 (file editor)
- FIXOBJ (smart file trimmer), Filfix (file chopping program)
- DISASM (object module disassembler)

TRIMMER.BAS: Abasic file trimmer, util. for xmodem file fix.

HAT.ASC AMIGA GRAPHICS DEMO: (ASCII FILE OF BASIC PROG)

ROBOTS.ARC: Abasic Robot game

DISKED.TXT: Free extra software on Kickstart 1.0

AMIGA.DIR: Fido 124/15

AMUSEFIL.058: Fido 107/34

PDDISKS.ARC: Fido 107/34

ESCSEQ.DOC: Console device control codes (newsletter)

PRINTERS.ARC: Tutorial on Amiga printer interface

GRAPHICS.ARC: Tutorial of Amiga graphics library

IBMXFER.TXT: Cable specs for IBM to Amiga via Parallel port

68010.ARC: Upgrade your Amiga to the 68010

OKICMD.ARC Escape codes for Okimate-20 color printer

AMIGA.STD: Programing standards, documentation, etc.

PROWRIT.DRI: Printer driver for the C. Itoh ProWriter printer

ARCV11.EXE: Usage: ARC \$return for information

DISK #002

Hold And Modify pictures using 4096 colors at once!

DIGIVIEWER: Rolling demo for DigiView picture files

README: Docs for digiviewer program

HAMLOAD: Load any H.A.M. picture to a window

SCNDMP: Dump ANY screen to a graphics printer

SHOWHAM: Load 6 H.A.M. pictures into memory at once!

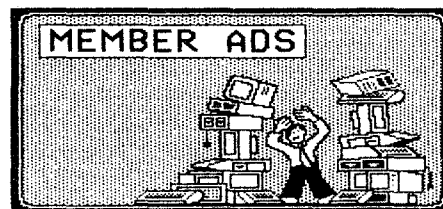
PICTURES A-M: Sample H.A.M. pictures.

DISK #003

IFF PICTURE FILES for use with Delux Paint or GraphiCraft or DPslide.

GIRLS (DIR)
 HOOTERS: PG-Rated
 MARINA.PIC: PG-Rated
 REARSHOW PG-Rated

ROBERTA.PIC: PG-Rated
 BRUSH (DIR): Special effects brushes
 GRAY BALL
 PIPE CONST. SET
 TREE
 LO-RES (DIR)
 ASTRONAUT.PIC: Digitized picture
 BLOOMCITY-MEDRES.PIC: Medium-res
 DALI.PIC: Low-Res picture 'Time'
 DREAMHOUSE.PIC: Fantastic house
 ESCHER.PIC: Medium-Res picture from M.C. Escher
 GORILLA: Snowflake
 HEROES.PIC: D&D picture
 HORSES: Digitized picture
 MEDFLY.PIC: Digitized picture/520ST
 MTV: 'Money fer Nothin' Video still
 OPUS.PIC: Opus from Bloomcity comics
 PINKFL.PIC: Pink-Floyd (use with Cycle colors)
 PORSCH.PIC: From Aegis Dev. SYS.
 ROSE.PIC: A Rose is a Rose... But?
 RX-7.PIC: Mazda's RX-7
 SATURN: Planet picture
 SPACE SHIP.PIC: Converted from 520ST
 TVDRAMA.PIC: B/W Digitized picture
 TVGUYS.PIC: B/W Digitized picture
 URANUS: Planet picture
 DPSLIDE: IFF picture display program



FOR SALE

MAGIC DESK \$20.00 or trade.
 Call Howard Mayer at 838-9030.

NEW LIBRARY DISKS

FROM OUR MEMBERS
 MCCC #329

-----	-----	-----
- THIS PROGRAM -	HURR.CHART	-THESE PROGRAMS-
- WAS WRITTEN BY -	H.MAP	-WERE DOWNLOADED
- CHUG MEMBER -	HF.HECTOR	-FROM COMPUSERVE
-GLEN SCHREYER -	-----	-BY BOB WESTER -
-----	-----	-----
- THANK YOU -	MOONBASE	
- MARSHALL F. -	MOON.TXT	
- SCHULTZ CDP -	DEATH	
- FOR WRITING -	FILER1	
-----	-----	-----
-THESE PROGRAMS-	-----	
-----	-----	
SWISH		
QUICKFORMT	DOMINOES	
DISK.CLEAN.AID	SPANISH.C	
DISK.JACKET.GEM	SEA COPTER.V2	
DISK.JACKET.ALL		
-----	-----	

ON-LINE

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ROCKVILLE COMMODORE USERS GROUP

VIEWTRON Viewpoint: At midnight, March 31, 1986, VIEWTRON, an on-line service of Viewdata Corporation of America, Miami Beach, Florida, shut down. A subsidiary of Knight-Ridder Newspapers, Inc., VIEWTRON ran for less than three years. Starting Florida operations in October of 1983, it went national last fall. A last ditch buy-out attempt by the Independent Commodore Users Group of Santa Clara, CA failed--not enough financial backers. (The ICUG may try to form a new service later this year, but that's another story.)

VIEWTRON's demise drew much attention in the press; the heralded videotext revolution was dealt an apparent setback. VIEWTRON had some excellent features, but also some serious flaws. A closer examination of the service may help us evaluate survival prospects of current and forthcoming on-line outfits.

VIEWTRON was much more than a straightforward videotext vendor--one that sends read-only text. Contrary to what you may read, VIEWTRON was a full-featured affair. True, its biggest deal was a personal magazine, complete with business items (stock/commodity quotes), conventional news, sports (including results of horse races from 44 U.S. tracks), global weather, and entertainment (horoscopes, soap opera poop, TV/movie reviews)--a high powered electronic newspaper. However, VIEWTRON also had comprehensive features that have become standard telecomputing goodies. For instance, there were XMODEM file transfers, electronic mail, a CB simulator, the Official Airline Guide, an on-line encyclopedia, and special interest groups. Too, there were some rather unique items: an inverted auction, a bulletin board database, a college database, home banking, and catalog shopping from the likes of JC Penney. Furthermore, new items, like personal ads and giveaway contests were being added.

Ease of use was promoted as a VIEWTRON asset. Indeed, system navigation by standard or customized keywords did simplify things. In addition, a special terminal program automated log-on; the program disk was not copy-protected, but rather (to VIEWTRON's credit) was labeled with a "may be copied" statement.

Economy and customer support were also touted by the Knight-Ridder subsidiary. Evening and weekend rates were 9 cents per minute for 300 or 1200 baud connection. Absent were minimum monthly charges. In fact, "free peeks" were given during non-prime time. A starter kit (program disk, ID and documentation) ran \$9.95. An 800 number for customer support was on tap during regular business hours.

Considering all that VIEWTRON had going for its 20,000+ subscribers, what went

wrong? Knight-Ridder pointed to poor profits and claimed that timing was to blame--the public was not yet ready to buy their kind of service. The trade press essentially echoed this reasoning. However, there's more to it than that. When VIEWTRON went national last fall, it was reportedly on shaky financial grounds--the expansion out of Florida, a gamble. Furthermore, the initial vehicle for VIEWTRON used NAPLPS (North American Presentation Level Protocol Syntax), a fancy term that can be reduced to one word, "graphics". The NAPLPS payoff is transmission of detailed images. However, the tariff for the technology is quite high--specialized programming or equipment. For VIEWTRON's initial Florida subscribers, that meant having to shell out 600 bucks for a special terminal. VIEWTRON dropped NAPLPS when it went national.

I believe VIEWTRON went belly-up for several reasons. Most significant was its flawed vehicle. Although NAPLPS was dropped, its replacement demanded DEC VT100 (terminal) emulation--a standard not readily available to home telecomputing fans. In the case of Commodore machines, VIEWTRON's special program disk allowed system access and transmission of "graphical" images. The program used high resolution screens and customized characters. The deadly drawback was its lack of speed. Information was transmitted in bursts, held in your buffer, and then in a painfully slow manner, "painted" to your screen. Worse yet, buffer saves were not in ASCII form, so you couldn't edit or use the captured material off-line, a fatal limitation. The program was a bummer in other ways which are now academic; it's useless for other purposes (absent some heroic decoding and rewriting efforts). The point is that these restrictions made the experienced user yearn for a more generic approach.

Customer service and system documentation were disappointing, in my opinion. For example, in response to my questions about function key assignments on the Commodore program, a VIEWTRON representative tried to tell me that pressing the F1 key on ANY computer, running ANY telecommunications program, ALWAYS sends out the same character--good grief! After some argument they agreed to send me the documentation for the generic (VT100) system access. The docs did give me the function key data I sought. However, the stuff took more than a month to arrive. VIEWTRON's documentation, a flimsy brochure, was meager: there were no tutorials and the keyword listing was incomplete. Rather than explain what a caller should expect when performing such things as file transfers, the reader was cryptically told to simply follow instructions on-line. When the charge meter is running, I want to know what's going to happen ahead of time. The outfit's monthly newsletter was not much better--mostly slick promotions of new features.

Another factor that probably contributed to VIEWTRON's downfall was cost. Charges of \$5.40 per non-prime-time

hour, on a slow system, are not competitive. Premium fees for the Official Airline Guide (35 cents per minute) and commodity quotes (25 cents per minute) didn't encourage frequent or prolonged use either.

VIEWTRON is not the only service to have bitten the dust. Masterline of Virginia, The Times Mirror Videotext Gateway Service of Santa Ana, CA, and Chicago's Keycom from Centel Corp/Honeywell, Inc. have all folded. The industry hasn't given up yet, though; the Videotext Industry Association (Rosslyn, Va) has more than 160 companies. Furthermore, research is under way for 3 new joint ventures: one by IBM/CBS/Sears, another by AT&T/Chemical Bank/Time, Inc./Bank America Corp., and one by RCA/Citicorp/Nynex Corp. The success formula for these and existing services isn't easy. However, judging from VIEWTRON's case, a viable service should be financially sound, inexpensive, well documented, full featured, generic in transmission vehicle, and should offer customer service that is knowledgeable and responsive. It can be done.

NEW C64 DISKS

by Don Laignor

286 SIDPLAYER MUSIC

A SIDPLAYER with keyboard display by Craig Chamberlain. This is an enhanced version of the music playing program found in Volume Two of "All About The Commodore 64". The program plays all SIDPLAYER songs. Also on this disk is a collection of songs and sounds (49 of them) prepared by a variety of editors.

342-F QUANTUMLINK #2

This is a collection of utility programs, including a game called "Mixed Up Words". This disk was on the BBS download disk last month.

834-B TPUG KOALA 1

This disk contains several programs that require the KOALA PAD, including the menu. So, if you want to use your KOALA PAD for something besides drawing, this is the disk for you. You will find some KOALA created pictures as well as a couple of games, a program that will allow you to "read" your KOALA PAD and more. To load the menu enter LOAD "0:*", 8 and RUN.

284-F FWNC UTILITIES

This collection of utility programs was also on the BBS download disk. You will recognize it by the first five programs that had long numbers for titles rather than descriptive words. The disk has some defects, some of the programs won't LOAD and some wouldn't RUN. Without documentation its very difficult to decipher. If you are really interested, perhaps someone in the FWNC could help.

340-B GRAPHICS

This disk does not have instructions and it will take some effort to be able to use. Two programs appear to be directions, but there are programming errors and they won't run. With some experimentation one program, called "Picture Perfect" did run. Since there are no instructions you will have to experiment. The function keys will perform some things. F5 will display the disk directory. F7 presents an area for creating graphics. Based on the titles on some of the other programs on the disk, there may be a way to SAVE your creations or print them. Picture Perfect is from the May 1984 issue of COMPUTE!. Another program is called Sprite Magic. It appears to create sprites, but without instructions it will take some experimentation to use.

LIBRARY UPDATES

The Amiga library now contains over 30 disks of public domain software. We are very thankful to Jack Smith for undertaking the project of organizing and cataloging it.

The C128 section of our library also has over 30 disks which are being tested and updated by Gus Hoehn. If you are willing to help, please contact Gus at 337-0144.

Watch for further listings of the Amiga and C128 libraries as they are cataloged and expanded.

----- Paid Advertisement -----

A SMART & PRETTY — C-64 — YOU BET!!!

You Pre Pay \$25 or \$30 To
HOWARD MAYER or MARK LLOYD
838-9030 You Get 926-4319
1—External Eprom on a Board
1—Disk Full of Documentation and Fun!!!

COMPUTER HELP & INSTRUCTION

926-4319 MARK & ME 838-9030
You pay \$1 per minute, more or less.

NEW 128 DISKS

by Gus Hoehn

Six new disks, #700 - #705, offer a great variety of demos, utilities, and technical information for C128 owners. Most of the graphic demos on #700, #701, and #704 are easily recognized by their file names (terms like lines, design, shapes, demo, graphic, showoff). By listing and running these short programs, you can obtain an excellent tutorial on the powerful graphics commands available in BASIC 7.0 for the C128. These demos alone should make any programmer who has fought the PEEK and POKE method for graphics on the C64 rush out to get a 128.

Three interesting graphic programs that use data statements to input shape information are: **128 LONE STAR** (#701), **USA 128** (#704) and **FLAGMAP** (#704). These programs show the Texas or US flag drawn in color and then trimmed to the shape of the state or country.

Some relatively simple but interesting games include:

BRAIN QUIZ (#701) a trivial pursuit, question and answer game with six categories.

SPACE (#701) a simple arcade rocket game

ARENA (#701) - ship battle with two joysticks and sound.

DEEP SIX (#702) a diver under joystick control tries to get the treasure without being intercepted by octopi.

BIPLANE.GAME (#702) two pilots, each with a plane controlled by joysticks, try to shoot each other down.

NIGHTMARE.ADV (#702) game with the excellent use of many color alpha-numeric in an 80 column format.

Various utilities are useful for the C128. **SEQRD128** (#700), **PRNTSEQ128** (#700), and **SEQ128.ING** (#702) can read and/or print sequential files and obtain documentation for many of the longer programs. Various forums on the C128 and CP/M, **C128FORUM.2-17** (#704) can be studied for a great deal of "insider info" from Commodore. Other technical information not easily found in standard C128 manuals is given in a number of sequential files: **KERNAL128** (#704) lists the hex jump table addresses for the cold-start, boot, and initialization routines; **MEMMAP.TEX128** (#700) gives the C-128 ROM and RAM memory locations; more details of the ROM and I/O routine maps are given in **128ROMMAP** (#700); and the complete assembly language listing of the C128 power-up routine is given in **PUR009.ASC** (#700).

Programs for redefining the function keys and printing template overlays are **FPROGRAM** (#701), binary 80 column **FUNKEYS VER1.0** (#701), and **FKEYOVERLAY** (#702).

Other useful C128 programs are an assembler, **128ASSEMBLER** (#700); an editor, **128EDITOR** (#700); a wedge, **128.DOSAID** (#702); and a hex map to read, write and

edit all of the storage locations in the VIC (video interface control) chip, **8563EXPLORER** (#702).

The mathematically inclined might find the following programs of interest:

3DISO PLOTTER (#702) or **ISO128** (#700) - a function $z=f(x,y)$ which can be expressed mathematically is plotted in an isometric projection - the screen can be dumped to an appropriate printer

CHART VI.0 (#702) - pie charts, block charts, and line graphs can be made for a statistical distribution which is entered as $n \times y$ values for each interval.

T-PAR (#702) a nice program to make an x-y plot for parametric functions which can be written mathematically as $x=f1(t)$; $y=f2(t)$

AMAZCURVE GEN (#702) - a heroic least-squares-fit program to obtain the coefficients (8 !!) of a quadratic function of two variables from empirical data which is input. Clearly, a great deal of good quality experimental data would be needed to get reasonable stable estimates of all eight coefficients, but any number of the eight coefficients can be set to zero at the start.

NL.SQUARES (#702) is a very powerful program (Richard A. Weisiger of U. of California, San Francisco) does the more conventional least-squares-fit of experimental data to one of three classes of functions: polynomials, exponentials, or hyperbolas.

MCCC Disk #703 contains at least a half dozen terminal programs to accompany the **TONKA-TERM** (#701), **XMOTERM.CIV2** (#701), and **ZBBS V2.0** (#705) terminal programs. The **CPMTERM** (#703) is touted as the only CP/M terminal that will work until the new bios chip for the C128 is released (James Broughton).

This author was unable to make a number of programs "fly", either because of obvious bugs or "cockpit" problems. The **COMET HALLEY** (#704), which shouldn't be of interest to anyone for another 76 years is missing an obviously needed subroutine at line 1810. I wanted to try the **PARROT-DIAL** (#704) but was unfamiliar with the NEXUS! binary loading scheme which didn't work. The **128-TINY.DIR** (#702) seems to require an Epson printer as I couldn't get labels on my OKIMATE 10.



MOVING?

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BBS OFFERS AMIGA SOFTWARE

Amiga Chapter President, Jack Smith has begun operation of an open BBS of special interest to Amiga users. Here are the details.

Phone (817-926-8922)
300-2400 baud, 8 bit
No parity, 1 stop bit.

All new callers are required to fill out a questionnaire and be validated before gaining access. Jack does charge for MS-DOS file access, but all Amiga files and messages are free.

Jack is running a FIDO system which is open to all computer types, although he admits a special interest in Amiga topics. One of the unique features of FIDO systems is that periodically they are updated worldwide. This means message bases and E-Mail are transferred to all other FIDO systems and your post may be answered by people who are oceans away.

Jack features Amiga downloads and a partial list of his catalog follows.

* Amiga executable programs *
* compiled with Lattice 'C' *

COLORFUL: Display 256 colors at once
COLORFUL.INF: Colorful information
PALETTE: Display color palette
SETLACE: Toggle interlace
SHELL: CLI shell
CHOP: File trimmer
SIMPDEMO.ARC: Various sample programs
- ABS
- ANIMALS
- BOTTLES
- GOLD
- LATFFP
- BENCHMARK [BENCHMARK]
- LETRHEAD [Letterhead]

CONVERT

GETPUT

PATTERNS

UTIL-PCM.ARC: CLI utilities

- XREF
- GFX
- MYCLI.EXE Custom CLI w/Fkeys setup.
- MYCLI.DOC Docs for MYCLI.DOC
- STRIP

SKETCHER: Drawing program

TALKBACK: Speech demo

TIMER: Timer demo

TYPES: Display Fonts

WORD-CNT: (Word-count) Text utility

FILECOPY.EXE: Generalized file utility with speech.

WORLD.MB: Microsoft Basic graphic program.

FIXOBJ: FIXOBJ smart file trimmer

GRAF-PCM.ARC:

- SKEWB 3D grafix! Hi res Rubiks cubes
- CUBE 14300 Like Boucing ball but Cube reboot to exit GOOD!
- SPARKS
- EXTRA64 Checks to see if your Amiga has 6 bitplanes!

- FDRAW
- FDRAW.INF (Fdraw.info)

AMCOPY.BAS: AmigaBasic File utility (fully prompted)

FILFIX.C: A good working 'chop' utility for fixing xmodem downloads

FILFIX: Chops dl's - see source on #8

USQ: Amiga version of Un-squeezer for packed files.

DIFF: Compare two files

FREEMAP: Displays memory map usage.

PIPE.ARC

- PIPE.DOC How to use pipe.exe in Amiga DOS
- PIPE.EXE PIPE utility to allow complete I/O redirection.

IAR.EXE: CP/M, MS-DOS library utility.

SQ.EXE: Amiga version of Squeeze utility.

AMIG3D: A 3D rotating AMIGA sign

SAVIFF: Save ANY screen - MUST use from CLI

DSKSAL.EXE: Use 2 drives format dest syntax like diskcopy

SHOW.C: Show lo-res pics

ARGTST.C: Code for passing quoted strings from WB- CLI

CP: Unix/MSDOS wildcard file copy utility

LD4: Color directory listing

FZAP2.ARC: Modify file a sector level.

WHICHFONT.EXE: (Whichfont) displays all system fonts.

WHEREIS.EXE: Finds a file anywhere on default drive.

GADGET.ARC: Make an Amiga gadget icon.

SMDB.ARC: SiMple Data Base (Relational) ARC unpacks to 203k of program

A-COMMS.ARC: Collection of Amiga communication programs.

- ATERM Simple communication program.
- CHAT.EXE New terminal program 2/14/86
- ATERM4.EXE Amiga xmodem term prog.
- STARTERM Communication program with xmodem and CLI shell.

IMAGEMKR.EXE: Converts dpaint brush files to C source

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REBEL ASSEMBLER

Review by Billy Godfrey

Taken from the MCCC BBS

Since I'm not too favored with funds, I don't buy software too often. When I do, usually I've researched it or has been recommended by someone I trust. But the other day I bought something that has really impressed me, and since it's the only commercial C128 software I own, I present...

Billy's Top 1 List

Rebel Assembler/Editor

This inexpensive (\$29.95) assembler is just the thing for hackers like me that aren't really into formal, by the book programming. It's the closest thing to interactive ML programming next to using just a monitor.

This disk includes a C64 version (which including scroll listing and page flipping) and a full featured C128 autobooting E/A.

The C128 version takes full advantage of the 80 column screen, breaking up the screen into two 39 column windows. You can use one for source file editing, and the other for text editing, notes, whatever. There are many editing comments to make editing easier and faster. The biggest plus is in the fact that the entire package is memory resident. You can edit, assemble, execute, re-edit, reassemble, etc. a program without once having to access the disk. And the whole proces is fast.

The editor allows use of ALL residen BASIC commands for ease of editing. It is also a 'full screen' editor, allowing you to move the cursor to any line for editing, like you would a normal basic program.

The booklet that comes with the program is sufficient for handling the E/A IF you have used an assembler before. I think those unfamiliar with assembly language might have some difficulties with this package as thier first E/A.

This program seems relatively bug-free except for listing in C64 mode. This listing sometimes doesn't maintain your source format, which makes the program look sloppier but it still works.

I would definately recommend this E/A to anyone looking for one for the C128, and to people looking for an 'interactive' E/A for the C64. And you definately can't beat the price.

CHAPTER NEWS

ARLINGTON CHAPTER

The Arlington chapter wishes to thank Gerry Barker and Jill Gunter for their excellent presentation of modern electronic banking at the May 10 meeting. The June 14 meeting will feature John Malmstrom demonstrating the MCCC BBS. It is hoped we will have a telephone line available. The meeting will be at the usual time and place.-Jonathan Riba

GRAND PRAIRIE

We hope that the temporary change in the Saturday meeting and the cancelation of the Tuesday night meeting for May did not cause too much inconvenience to our chapter members. Our June meetings will follow the usual schedule. As is our policy the Tuesday night meeting is for socializing, program exchange and helping each other.

Frank Corlett will demonstrate the program, **NEWSROOM** at the June 14th meeting.-Kate & Frank Corlett

HEB CHAPTER

Barbara Cramer, our expert graphics artist, and Laura Clements, her much maligned assistant at the computer keyboard, showed us how easy it is to create colorful graphics on the BBS at the HEB chapter meeting on May 17th. Barbara has now charged us to post at least 10 graphics by ?(soon, that is).

Also at the May meeting, Elroy (Dick) Headley, a new member of the Arlington chapter, demonstrated the program we have all read about and have wanted to see, **GEOS**. It was most impressive.-Laura Clements

CP/M DISKS

by Cheryl Howard

Our club library now has a rapidly growing selection of CP/M disks. Several people in the chapters have donated copies of CP/M disks to the club. As of May 17, we have 31 CP/M disks in the library and we are still growing.

One note of caution: As with all public domain disks, the new CP/M disks are not guaranteed to run properly on all systems. Several of our disks have been tested by different people within the club, and there have been instances where one or two programs on a disk would run fine for one person, but fail to run for another. We found the reverse was also true. Please bear this in mind when requesting these disks from your chapter libraries.

We urge anyone familiar with programming or CP/M, in particular, to help work the bugs out any disks you get from the club library. This may be done at your leisure and at your own pace. When you return the corrected disk to your chapter librarian, he will in turn pass it along to Tony Velez who will correct the Master Library. Thank you for your help and support.

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The MCCC is not connected with Commodore Business Machines Ltd. or Commodore Inc. Commodore and Commodore product names (PET, CBM, VIC and C64) are registered trademarks of Commodore Inc.

Our meetings are open to all. Yearly membership dues are \$20.00 and entitle the member to a monthly mailed copy of the MCCC NEWS, the club newsletter, library copying privileges, attendance at any or all chapter and club meetings as well as participation in club-sponsored classes. Dues are paid on a calendar year basis and new members who join after March 31 of each year pay prorated dues for the months remaining.

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The deadline for submissions to the MCCC NEWS is the third Saturday of each month. PAYMENT MUST ACCOMPANY CAMERA-READY AD COPY. Make all checks payable to Mid-Cities Commodore Club and mail to MCCC NEWS, P.O. 1578, Bedford, TX 76021.



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QUARTERLY MEETING COMING IN JULY.

JUNE

MEETINGS

1986

- June 7 **Board Meeting**, 10 am
Western Hills Inn
- June 14 **Arlington Chapter**, 9 am
Arlington Community Center
- Ft. Worth Chapter**, 1:30 pm
Gen. Dyn. Rec. Area, Rm. 2
- Grand Prairie Chapter**, 1:30 pm
G. P. Public Library
- June 16 **Ft. Worth Night Chapter** 7 pm
St. Elizabeth Episcopal Church
- June 19 **Amiga Chapter**, 7 pm
Arlington Community Center
- June 21 **HEB Chapter**, 1:30 pm
Hurst Recreation Center
- NEWSLETTER DEADLINE**
- June 24 **Grand Prairie Chapter** 6:30 pm
G. P. Public Library
- July 5 **Board Meeting**, 10 am
Western Hills Inn

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7 BOARD MEETING 10 AM
8	9	10	11	12	13	14 ARLNGTN CND PR. F/W
15	16 FORT WORTH NIGHT 7 PM	17	18	19 AMICA 7 PM	20	21 H.E.B. 1:30 PM
22	23	24 GRAND PRAIRIE 6:30 PM	25	26	27	28
29	30					



- July 12 **Arlington Chapter**, 9 am
Arlington Community Center
- Ft. Worth Chapter**, 1:30 pm
Gen. Dyn. Rec. Area, Rm. 2
- Grand Prairie Chapter**, 1:30 pm
G. P. Public Library

MCCC NEWS

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